

# THE RANCOR PIT

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--Sunday, December 15, 2002

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## P'w'eck

**Attribute Dice:** 10D**DEXTERITY** 2D/3D**KNOWLEDGE** 1D/3D**MECHANICAL** 1D/3D**PERCEPTION** 1D/2D+1**STRENGTH** 2D/4D**TECHNICAL** 1D/2D**Special Abilities:***Tail:* A P'w'eck can use it's tail as a weapon to do STR+2 damage.*Claws:* P'w'eck claws inflict STR+1D damage.*Natural Body Armor:* The thick hide and scales of a P'w'eck offer +2D against physical and +1D against energy attacks.*Enhanced Sense (Smell):* P'w'ecks have highly developed olfactory senses. They receive +2 to *search* rolls if the search attempt is scent-based (maximum range of 20 meters).*Poor Vision:* P'w'ecks have poor vision compared to humans. They suffer a -1D penalty for actions involving vision at a range of greater than 50 meters. (This penalty does not apply for starship or vehicle weapons which have a fire control modifier and similar cases where computers or sensors negate the limitations of their vision.)**Move:** 10/12**Size:** 1.3-1.5 meters tall[Home](#) | [Site Map](#) | [Contact Us](#) | [What's New](#) | [More info](#)

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